CUSTOMER EXPERIENCE



Creating Value At Every Touchpoint





Helps you answer:

What is your product or service? / How will you get customers? /
What experiences deliver on your value proposition? / How does
your offering make people feel? / What are the defining moments of
the experience? / What are the key touchpoints customers will have
with your venture?



CUSTOMER EXPERIENCE IS A BIG TOPIC.

Each and every interaction between your business and your customer is an opportunity to deliver on **your promise**.



THE HEART OF THE EXPERIENCE IS YOUR PRODUCT OR SERVICE.

This is your **offering**. It's what your venture is in the business of **making** and **delivering** to customers.



Although your offering is what your customers are buying, how they experience your offering extends beyond the products and services themselves.



Your customers'
interface with that
product or service is
the experience.



Although your experience extends beyond just your product or service, your offering is really what your customers are buying. Your customers' interface with that product or service is the experience.

EXAMPLE: PILLPACK



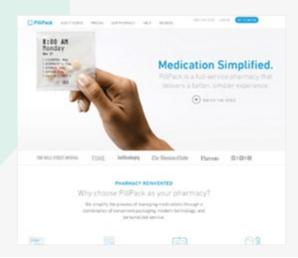


The Experience







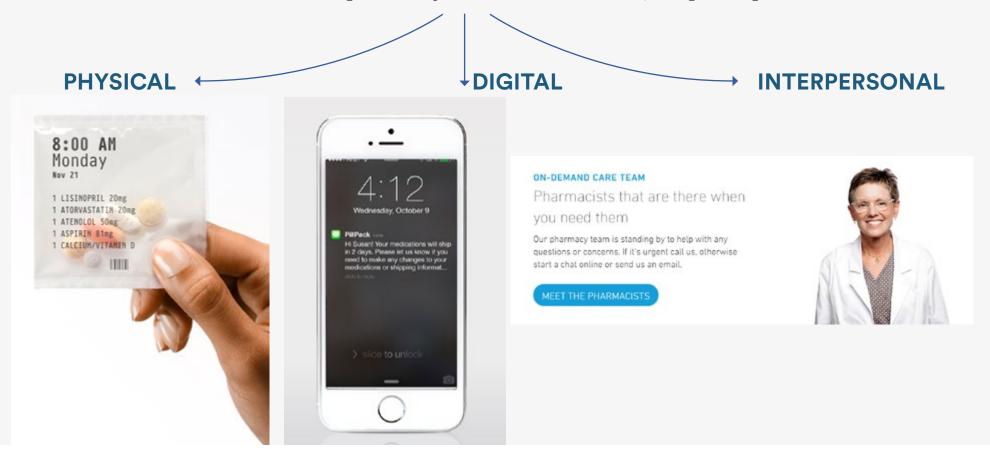




Each and every interaction customers have with your business is an opportunity to deliver on the promise you made about your product or service.

PROMISE: MEDICATION SIMPLIFIED.

PillPack is a full-service pharmacy that delivers a better, simpler experience.





IF YOUR EXPERIENCE IS AMAZING, YOU MAY BE ABLE TO COMPETE ON THAT ALONE.

You don't necessarily need to have new-to-the world IP or a unique business model. A great experience is hard to protect, but can also be difficult for others to copy.

EXAMPLES OF BRANDS THAT COMPETE ON EXPERIENCE +HOW THEY MAKE PEOPLE FEEL:



- Like a regular person (not a sick one)
- Calm
- In control, on top of their meds
- Cared for



- Like a rockstar
- Special/VIP
- "In the know"



SIMPLIFYING THE EXPERIENCE OF TAKING MULTIPLE MEDICATIONS



- Physical experience intuitive and straightforward
- Digital experience simple with details beneath the surface
- Interpersonal experience optimized operations (robotics) frees up knowledgeable staff to focus on service





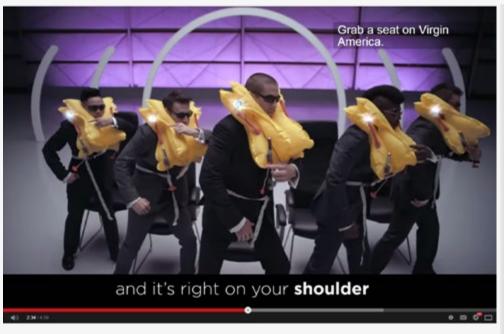


A LIFESTYLE BRAND WITH EXTREME LOYALISTS



- Physical experience spaces like clubs, comfortable
- Digital experience unexpected, modern and fun
- Interpersonal experience excellent, nonstuffy service

In-Flight Safety (Music) Video



Airport Lounges





WHO ELSE?

Can you think of some other businesses and brands that compete by having a better product or service experience?

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The experience you're designing includes and surrounds your core product or service. It's how you deliver on the promise you made across the following:

BRAND POSITIONING

What's different about you Your personality, values, what you stand for

JOURNEY & DEFINING MOMENTS

What you do to get and keep customers
How you make people feel while using your product or service?

TOUCHPOINTS & CHANNELS

The holistic system of all digital, physical & interpersonal interactions



HOW ARE YOU DIFFERENT? WHAT DO YOU STAND FOR? WHAT DO YOU VALUE?

BRAND POSITIONING is your strategy for how you want potential customers to perceive you - and ultimately, choose you.



Designing an end-to-end experience brings your brand and promise to life in a unified way across multiple dimensions:

INSPIRATION

What brands could you look to for inspiration that have a similar experience or promise? List some brands - and think outside your industry!

PERSONALITY

What does the tone, character, voice of the brand sound like?
Describe the personality as if it were a person.

MESSAGE

What headlines could live on the website or in an advertisement? How could your brand name reflect the experience?

VISUAL IDENTITY

What colors might make sense? What other visual elements are recognizable (like a logo)?

example: PillPack

Zappos (service)	We are friendly, credible experts	Never go to the drugstore again	Clean, simple colors are calming - blue w/accents
Apple (aesthetic, product design)	We care about your health	Your medicine on your terms	Humans in white coats show credibility
Warby Parker (business model, brand)	We believe in a better way	etc.	Signature Blue and white.



IT'S ABOUT WHAT YOU DO TO GET AND KEEP CUSTOMERS AND HOW YOU MAKE PEOPLE FEEL WITH EACH INTERACTION

Your job is to take people on an intentionally designed **journey** with key **defining moments**.



The journey begins with your very first interaction and continues to when they become a valuable customer.



They hear about your product or service



They learn more about it



They buy it



They use it



 $They\, share\, it$

Each **touchpoint** in your relationship with them should be considered and designed.



Experience design includes moments for acquiring and retaining customers.



They hear about your product or service



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They learn more about it



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They buy it



They use it



They share it

ACQUISITION / GETTING NEW CUSTOMER

- How will you get customers?
- Where can potential customers find and purchase your offering?
- How and why will customers try it for the first time?
- Why will they choose it over other options?
- How will people recognize your brand? What do you look like, sound like, feel like?

RETENTION / KEEPING CUSTOMERS

- What are the defining moments of the experience?
- How does your offering make people feel?
- How will you fit into customers' lives on an ongoing basis?
- What does ongoing use look like?
- How will you retain customers?
- What will your customers tell others about the experience?





They hear about it

Uber uses word of mouth, online ads, email marketing, referral discount codes, and special promotions to tell people about the service







They learn more

People can learn more by experiencing it with another rider, app store reviews, or learning more on Uber's website.



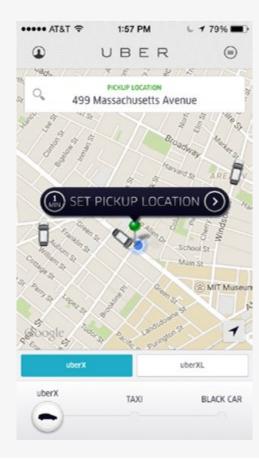






They buy it

To buy, people download the app and activate their service with credit card info - often to request their first pickup.

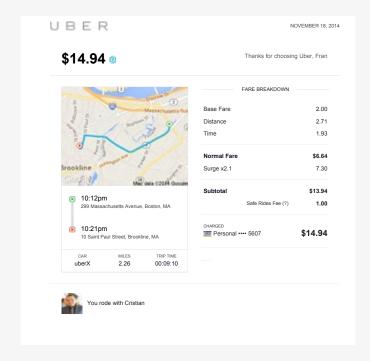


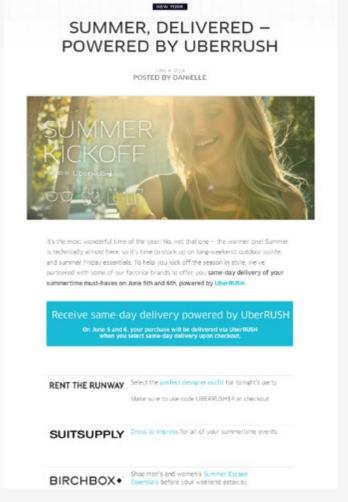




They use it

Use is from someone's first ride and receipt, all the way to regular use - and trying new Uber services.









Through referral codes, reviews, or sharing a ride with a friend, they share their Uber experience.





Also consider what your team needs to do to provide and support that experience.



They hear about your product or service



They learn more about it



They buy it



They use it



They share it

How can your message be deployed so people hear it and to potential it resonates?

What should you be communicating customers?

How do you celebrate a new customer? What do they need to get started?

What helps it run smoothly? What can you do behind the scenes to unlock a magic moment?

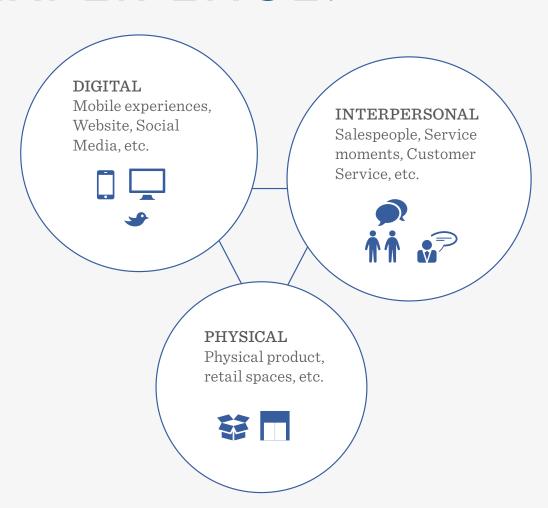
What tools are you giving customers to share their experience? Where do you exist in their world?

What things invisible to your customers are going on behind the scenes?

A HOLISTIC SYSTEM OF TOUCHPOINTS DELIVERS A SEAMLESS EXPERIENCE.



How do all the touchpoints in your customers' journey break down across channels?





WHAT ARE THE MOMENTS THAT STAND OUT? WHAT WILL PEOPLE TALK ABOUT?

Remember that your business, from customers' perspective, is a **series of experiences over time**. You're taking them on a **journey** with key **defining moments**.



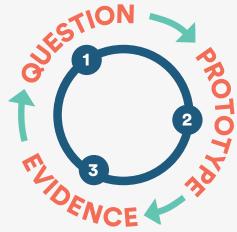
LET'S DO!

Now that you've learned more, take a shot at answering these questions:

What is your product or service? / How will you get customers? /
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your offering make people feel? / What are the defining moments of
the experience? / What are the key touchpoints customers will have
with your venture?

FOR QUESTIONS YOU STILL NEED TO ANSWER OR ASSUMPTIONS YOU NEED TO PROVE,

- What will you make / prototype?
- What evidence can you get?





WHAT'S NEXT?

DO

DEFINING MOMENTS

Which key aspects of your venture are most critical to a compelling experience?

JOURNEY STORYBOARD

What are the most important moments of your customer journey?

EXPERIENCE MAP

How will you design a holistic and connected physical, digital and interpersonal experience?

LEARN

MARKETING & SELLING

GETTING YOUR FIRST CUSTOMERS

How will you design the first few touchpoints people have with your venture?

BRAND

BUILDING A DISTINCT BRAND FOR YOUR VENTURE

How does your brand show up across the experience?

LEARN

YOUR PROMISE COMMUNICATING YOUR VENTURE'S VALUE

How will you translate your promise to touchpoints along the experience?

Other Resources

ARTICLE

PILLPACK IS THE PHARMACY OF THE FUTURE

BY BRAD MERRILL ON VENTUREBREAK.COM

How PillPack's experience is disrupting the pharmacy industry.



WARBY PARKER'S DISRUPTION

BY NEIL BLUMENTHAL ON INC.COM

Founder Neil Blumenthal discusses the strategy behind the disruptive customer experience (and other videos!).